AMENDMENTS TO THE CLAIMS

1. (Currently amended) A method for an on-line game tournament which determines participant's competition by tournament and ~~a prize~~ prize money by a winning number, the method comprising the steps of:

~~(a) an available participant decision step for deciding whether a user connected through a communication network who selects a game is allowed to participate in a tournament for the game in accordance with a record of availability/unavailability for the tournament for the game in respect of the user;~~

~~(b) a tournament participation step for recording availability and bestowing an initial level and credit for the tournament for the game in respect of the user if a participation fee is settled in connection with the user if the user is decide to be an unavailable participant in the available participant decision step~~(a) an available tournament participation step of allowing a user connected through a communication network who selects a game to participate in a tournament for the game, recording availability for the tournament for the game in respect of the user and bestowing an initial level and an initial credit on the user for the tournament for the game, if a participation fee for the tournament for the game is settled in connection with the user;

~~(c)~~(b) a challenging competitor decision step for deciding ~~a challenging~~ challenging competitors who compete with the participant for the game from the other available participants ~~on the same~~on a same level who are not processing the game;

~~(d)~~(c) a winner and loser treatment step for increasing the level of a winner by one and transferring a certain rate of credit from a loser to the winner, and deciding ~~a prize~~ prize money of the loser according to the loser's present credit after transferring a certain rate of credit from the loser to the winner and recording unavailability for the game tournament in respect of the loser, which terminates the participation if the game processes and concludes between the competitors;

~~(e)~~(d) a winner participation decision step for checking whether the winner wants further participation for the tournament for the game;

(f)(e) a continuous participation step for processing procedures including the steps from (c) to (e)(b) to (d) if the winner is checked to wantwants the further participation when checked in the winner participation decision step; and

(g)(f) a winner's prize money decision step for deciding a prize prize money of the winner according to the present credit and recording unavailability for the game tournament in respect of the winner, which terminates the participation, if the winner checked not todoes not want the further participation when checked in the winner participation decision step.

2. (Original) The method for an on-line game tournament which determines participant's competition by tournament and a prize money by winning number as recited in claim 1, wherein the challenging competitor decision step comprises the steps of:

(a) a making challenge step for searching and displaying the other available participants who are not processing the game as a competing counterparts from the other available participants for the tournament for the game and delivering a challenge to a counterpart if one of the available participant requests the challenge to compete with the game to one of the competing counterparts; and

(b) a competitor decision step for, if the counterpart accepts the challenge, deciding the challenger and the accepter as competitors for the game.

3. (Original) The method for an on-line game tournament which determines participant's competition by tournament and a prize money by winning number as recited in claim 1, wherein the challenging competitor decision step comprises a step for searching for the participants on the same level who are not progressing the game, and randomly or successively appointing the competitor from them.

4. (Original) The method for anon-line game tournament which determines participant's competition by tournament and a prize money by winning number as recited in claim 1, wherein

the winner and loser treatment step comprises a host fee processing step for transferring a certain ratio of the credit of the winner and the loser to an tournament-host side.

5. (Original) The method for anon-line game tournament which determines participant's competition by tournament and a prize money by winning number as recited in claim 2, wherein the making challenge step comprises the steps of:

(a) a same level participant decision step for deciding whether other available participants on the same level exist;

(b) a same level competitors display step for searching the participants who are not processing the game from the available participants on the same level if it is decided that other available participants on the same level exist in the same level participant decision step and displaying them; and

(c) a challenge delivery step for delivering the challenge to the counterpart-participant if one of the participants challenges to one from the displayed participants.

6. (Original) The method for an on-line game tournament which determines participant's competition by tournament and a prize money by winning number as recited in claim 1, wherein the winner and loser treatment step further comprises a step for deciding whether the winner reaches to a top limit level and processing the winner's prize money decision step if the level of winner is the top limit level.

7. (Original) The method for an on-line game tournament which determines participant's competition by tournament and a prize money by winning number as recited in claim 5 further comprising the steps of:

(a) an upper level participant decision step for deciding whether the available participants on the upper level exist if it is decided that other available participants on the same level do not exist in the same level participant decision step;

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(b) an upper level participant display step for displaying the available participants on the upper level if it is decided that other available participants on the upper level exist in the upper level participant decision step;

(c) a level up by compensation step for rising up the present level to the upper level corresponding to one of the displayed upper levels of the available participants on the upper level if the participant pays an amount of money corresponding to the level difference; and

(d) a return step for returning to the same level participant decision step if the level is risen up in the level up by compensation step.

8. (Original) The method for an on-line game tournament which determines participant's competition by tournament and a prize money by winning number as recited in claim 7 further comprising the steps of:

(a) a further participation check step for checking whether the participant want the further participation if it is decided that other available participants on the upper level do not exist in the upper level participant decision step;

(b) a return step for returning to the same level participant decision step if the participant is checked to want the further participation; and

(c) a return step for returning to the winner's prize money decision step if the participant is checked not to want the further participation.

9. (Original) The method for an on-line game tournament which determines participant's competition by tournament and a prize money by winning number as recited in claim 8 further comprising a top rank display step for displaying the top rank for the participant if it is decided that other available participants on the upper level do not exist in the upper level participant decision step.

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10. (Original) The method for an on-line game tournament which determines participant's competition by tournament and a prize money by winning number as recited in claim 7 further comprising a step for deciding whether the game is allowed for the level-up by compensation if it is decided that other available participants on the upper level exist in the upper level participant decision step and processing the upper level participant display step if the game is allowed for the level-up by compensation.

11. (Original) The method for an on-line game tournament which determines participant's competition by tournament and a prize money by winning number as recited in claim 7 or 10 further comprising a step for deciding whether the level risen up by the level-up by compensation of the participant is within allowable range and processing the level up by compensation if the level-up by compensation of the participant is within allowable range.

12. (Original) The method for an on-line game tournament which determines participant's competition by tournament and a prize money by winning number as recited in claim 5 further comprising the steps of:

(a) a challenge check step for checking whether the participant requests the challenge to one from the challenging counterparts displayed in the same level competitors display step;

(b) a connection check step for checking whether the counterpart to be challenged is connected to;

(c) a challenge delivery step for delivering the challenge to the competing counterpart if the counterpart is connected to.

13. (Original) The method for an on-line game tournament which determines participant's competition by tournament and a prize money by winning number as recited in claim 12 further comprising the step of:

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delivering the challenge by another route such as E-mail or SMS if the counterparts are not connected to and returning to the same level participant decision step.

14. (Original) The method for an on-line game tournament which determines participant's competition by tournament and a prize money by winning number as recited in claim 1 further comprising the step of displaying the games and the participation fees according to the games to the users connected through the communication network.

15. (Original) The method for an on-line game tournament which determines participant's competition by tournament and a prize money by winning number as recited in claim 1 further comprising the step of settling the payment of the initial participation fee from a sponsor if the sponsor exist after judging whether the sponsor exist.

16. (Original) The method for an on-line game tournament which determines participant's competition by tournament and a prize money by winning number as recited in claim 12 further comprising the steps of:

(a) an upper level participant decision step for searching for the available participants on the upper level if it is decided that the participant do not want the challenge in the challenge check step;

(b) an upper level participant display step for displaying the available participants on the upper level if it is decided that other available participants on the upper level exist in the upper level participant decision step;

(c) a level up by compensation step for rising up the present level to the upper level corresponding to one of the displayed upper levels of the available participants on the upper level if the participant pays an amount of money corresponding to the level difference; and

(d) a return step for returning to the same level participant decision step if the level is risen up in the level up by compensation step.

17. (Original) The method for anon-line game tournament which determines participant's competition by tournament and a prize money by winning number as recited in claim 16 further comprising the steps of:

(a) a further participation check step for checking whether the participant want the further participation if it is decided that other available participants on the upper level do not exist in the upper level participant decision step;

(b) a return step for returning to the same level participant decision step if the participant is checked to want the further participation; and

(c) a return step for returning to the winner's prize money decision step if the participant is checked not to want the further participation.

18. (Currently Amended) An on-line game tournament system connected to client computers via communication network in relation of server-client, the system ~~comprising:~~having a tournament information storing means which records an available participation or not, present level and present credit in respect of respective tournament of each user for a particular game, a game information storing means which records a participation fee necessary for participating in the game and credit ratio transferred for a loser to a winner according to the conclusion of the game in respect of the respective game and a user information storing means which records an information whether game is processing in respect of the respective user, the system comprising:[[;]]

(a) a tournament information creation means for creating the tournament information storing means and recording available participation and an initial level and credit with respect to the user whose participation fee is paid;

(b) an available participant decision means for deciding the connected user is the available participant according to the record of the tournament information storing means;

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(c) a competing counterpart decision means for deciding other participants ~~one~~ on the same level who are not processing the game as competing counterparts by referring to the tournament information storing means and the user information storing means;

(d) a game-processing recording means for recording on the user information storing means that the game is processing for the users of the competitors when the game is processing between them;

(e) a no game-processing recording means for recording on the user information storing means that the game is not processing for the users of the competitors when the game concludes between them;

(f) a winner and loser treatment means for, according to the conclusion of the competing game, transferring a ratio of the present credit in accordance with the credit ratio on the game information storing means from the loser to the winner with respect to the tournament information recording means, increasing the present level by one on the tournament information recording means with respect to the user of the winner, deciding a prize money of the loser according to the present credit on the tournament information storing means after transferring the credit from the loser to the winner and recording an unavailable participant with respect to the loser;

(g) a further participation of the tournament checking means for checking whether the winner wants the further participation in the tournament;

(h) a winner's prize money decision means for deciding a prize money of the winner according to the present credit on the tournament information storing means and recording unavailability for the game tournament in respect of the winner if the winner is checked not to want the further participation ~~in the winner participation decision step~~ by the further participation of the tournament checking means.

19. (Original) The on-line game tournament system connected to client computers via communication network in relation of server-client as recited in claim 18 further comprising:

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a participation fee payment decision means for deciding whether the participation fee for the game is paid in connection with the user if the user is decided not to be the available participant by the available participant decision means.

20. (Original) The on-line game tournament system connected to client computers via communication network in relation of server-client as recited in claim 18 or 19, wherein the competing counterpart decision means comprises a competing counterpart appointing means which searches for the participants on the same level who are not progressing the game and randomly or successively appoints the competitor from them.

21. (Original) The on-line game tournament system connected to client computers via communication network in relation of server-client as recited in claim 18 or 19, wherein the competing counterpart decision means comprises:

(a) a making challenge means for searching and displaying the other available participants who are not processing the game as a competing counter parts from the other available participants for the tournament for the game and delivering a challenge to a counterpart if one of the available participant requests the challenge to compete with the game to one of the competing counterparts; and

(b) a competitor decision means for, if the counterpart accepts the challenge, deciding the challenger and the accepter as competitors for the game.

22. (Original) The on-line game tournament system connected to client computers via communication network in relation of server-client as recited in claim 21, wherein the making challenge means comprises:

(a) a same level participant decision means for deciding whether other available participants on the same level exist by searching the tournament information storing means;

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(b) a competitor search and display means for searching from the user information storing means in connection with the available participants on the same level and displaying the available participants on the same level who are not processing the game if it is decided that other available participants on the same level exist; and

(c) a challenge delivery means for delivering the challenge to the counterpart-participant if one of the participants challenges to one from the displayed participants.

23. (Original) The on-line game tournament system connected to client computers via communication network in relation of server-client as recited in claim 22, wherein the making challenge means comprises:

(a) an upper level participant decision means for deciding whether upper level and available participants exist by searching the tournament information storing means if it is decided that the other available participants on the same level do not exist;

(b) an upper level and available participant display means for displaying the upper level and available participants if it is decided that the upper level and available participant exist;

(c) a level-up means by compensation step for rising up the present level to the upper level corresponding to one of the displayed upper levels of the available participants on the upper level if the participant pays an amount of money corresponding to the level difference.

24. (Canceled).

25. (Original) The on-line game tournament system connected to client computers via communication network in relation of server-client as recited in claim 18, wherein the game is provided by a separated game server and the game information storing means records a location information for the game server so that the client computers of the competitors are connected to the game server according to the location information if the competitors are decided by the competing counterpart decision means,

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26. (Original) The method for an on-line game tournament which determines participant's competition by tournament and a prize money by winning number as recited in claim 1 further comprising the step of connecting the client computers of the competitors to a game server according to a location information of the game server if the competitors are decided by the challenging competitor decision step

27. (Original) The on-line game tournament system connected to client computers via communication network in relation of server-client as recited in claim 18 further comprising an exchange information storing means storing the exchange rate between cash and cash-alternative means, a payment receiving means receiving the participation fee by the cash alternative means according to the exchange rate of the exchange information storing means and prize money decision means by the cash alternative means according to the exchange of the exchange information storing means.

28. (Original) The on-line game tournament system connected to client computers via communication network in relation of server-client as recited in claim 18 further comprising:

(a) a prize money of users storing means for accumulatively storing the prize money of the respective user; and

(b) a means for accumulatively storing the prize money of the respective user in the user information storing means.

29. (Original) The method for an on-line game tournament which determines participant's competition by tournament and a prize money by winning number as recited in claim 1, wherein the challenging competitor decision step comprises step of taking in the participants until the number of person for the game is satisfied and decides the participants as the competitors if the selected game is related to a multiple user competing game.

30. (Original) The method for an on-line game tournament which determines participant's competition by tournament and a prize money by winning number as recited in claim 29, wherein the winner and loser treatment step comprises the step of deciding the winner and the loser and the transfer credit rate based on pre-determined rule according to the rank of the conclusion of the multiple user competing game.

31. (Original) The method for anon-line game tournament which determines participant's competition by tournament and a prize money by winning number as recited in claim 30, wherein the winner and loser treatment step comprises the step of deciding the winner and the loser and the transfer credit rate according to the rank of the conclusion of the multiple user competing game by referring to a database recording the rank regarded as the winner or the loser and the transfer credit rate or calculating them from the number of the participants.

32. (Original) The method for an on-line game tournament which determines participant's competition by tournament and a prize money by winning number as recited in claim 29, 30, or 31, wherein the multiple user competing game includes a shooting, a role playing game, an arcade game, a problem-solving game (quiz game) in which multiple users participate and a paper, rock and scissors game between multiple users.

33. (Original) The method for anon-line game tournament which determines participant's competition by tournament and a prize money by winning number as recited in claim 29, 30, or 31, wherein the multiple user competing game is related to a game presenting a question related to an educational study in which the multiple participants figure out it.

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